SNSP-SG-UKV

ACTIVISION

# INSTRUCTION BOOKLET

SUPER NINTENDO™
ENTERTAINMENT SYSTEM
PAL VERSION

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# INTRODUCTION

## Earth, beginning of the 21st century...

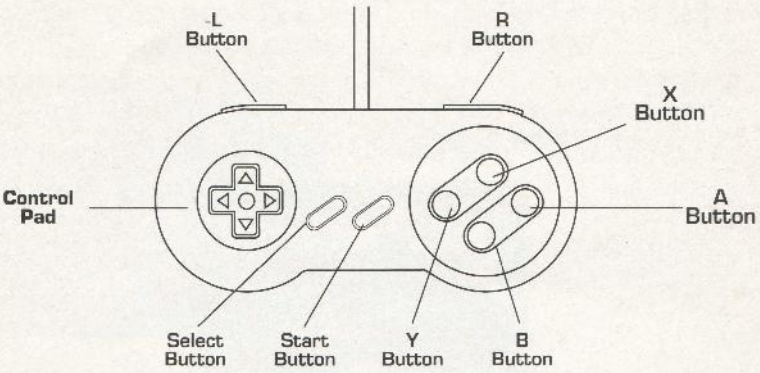
Allied nations are trying to establish global peace by destroying nuclear weapons and reducing armaments. But Sovinia, an independent military country, is planning a massive invasion of the planet.

## Year 2008...

The Sovinian Empire contacted an alien life form and declared war to all other nations. The alien fleet launched a sudden attack on earth, destroying satellites and attacking cities. Faced with alien technology, the allied nations are powerless. Despite their alliance with the Sovinian Empire, the alien forces are now attacking the whole human race.

To face the alien threat, the Allied Nations and the Imperial Army finally decided to collaborate. In a remote base, somewhere in Arizona, they created the ultimate fighter: the "Modified F-14 Strike Gunner".
"Project Earth", the last hope for the human race, is about to begin...

# CONTROLS




**Control Pad:** Movements and weapons selection

**Y Button:** Vertical attack formation (2 players mode)

**X Button:** Horizontal attack formation (2 players mode)

**START Button:** Start Game and Pause

**B Button:** Shoot

**A Button:** Special Weapons

**NOTE:** The SELECT, L and R buttons are not used in this game.

# THE GAME

Insert cartridge and turn on your console to see the intro sequence. To skip the intro sequence, press the START button.
When the title screen is displayed, use the control pad to choose one of the following options:

**1 Play:** 1 Player mode. Attack formations are not available.

**2 Play:** 2 Players mode. Attack formations are available.

**Options:** Allows you to set the number of lives and the difficulty level. To listen to the soundtracks and sound effects of the game, use the BGM and SE options.

## 1. Options Screen

**1) PLAYERS:** Allows you to choose the number of lives (from 1 to 9)

**2) LEVEL:** Allows you to choose one of the 5 difficulty levels:

**0** Beginners level. There are less opponents on the screen, their firepower is reduced, and your weapons are boosted up to 5 levels.

**1-2** Normal mode. If you are an experienced player, start from these levels.

**3** Recommended to excellent players only. The best ones will generally use this mode.

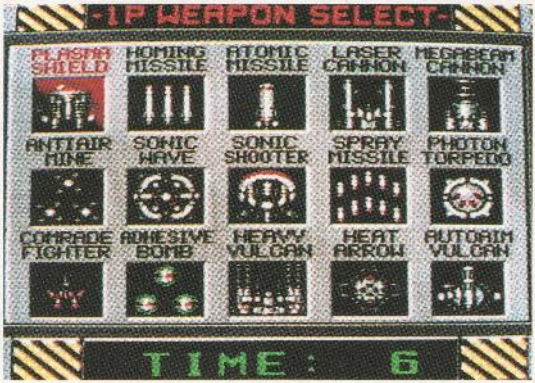
**4** A nightmare! For the toughest players only. If you win the game in this mode, you are probably one of the best players in the world!

**3) BGM:** Background music

**4) SE:** Sound Effects

## 2. Special Weapons

The Weapons Screen is displayed after selecting the "1 PLAY" or "2 PLAY" option. Move the pointer with the control pad to select the weapon to be used in the next level. Both players have a choice of special weapons. This screen is displayed at the end of each level so you can choose your weapon for the next one.



## 3. Game Screen

1) Number of lives left for Player 1.

2) Number of lives left for Player 2.

3) Energy level (Player 1)

4) Energy level (Player 2)

5) Fighter (Player 1)

6) Fighter (Player 2)

**NOTE:** The number of points is displayed at the end of each level.

## 4. Scores screen

This screen is displayed after each level to show the number of points earned by the player(s). They may obtain bonus lives if they earned enough points.

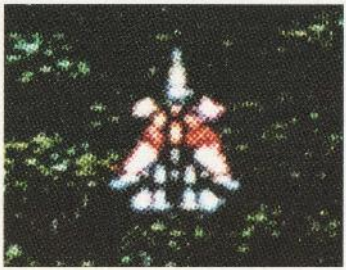
## 5. Continue

If you get killed by enemy fire, you may start from the same point again, but you only have 5 attempts to succeed.

## 6. Vertical attack formation

This attack formation is only available with 2 players. By pressing the Y button, one of the players places his fighter right above his partner. He can move with the control pad, and shoot special weapons with the A button and regular weapons with the B button. The other player may only shoot in all directions (control pad) with the powerful Vulkan gun (button B).

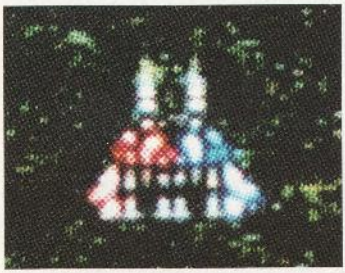
**NOTE:** To break this formation, press on the Y button again.



## 7. Horizontal attack formation

This formation is activated by the X button. Both fighters are flying side by side. The left fighter may move with the control pad and shoot special weapon with the A button and regular ones with the B button, while the other player may only shoot in all directions with the Vulkan gun (B button). The Y button is not available in that special case.

**NOTE:** To break this formation, press on the X button again

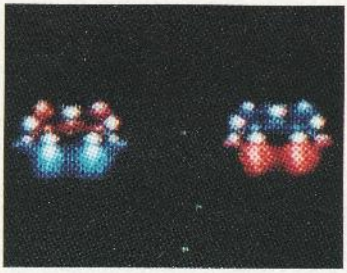


# ITEMS

Special items are used in the game: Speed Up Units, Shot Units and Charging Units. These items appear in each level, so make sure you find them!

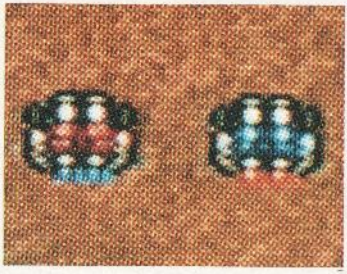
## 1. Speed Up Unit

This unit allows you to boost your speed up to the third level.



## 2. Shot Unit

This item increases the power of the current weapon (normal attacks) up to the 10th level.



**Firepower Level**

| | |
|---|---|
| Level 1 | 1 missile, 2 shots |
| Level 2 | 1 missile, 4 shots |
| Level 3 | 2 missiles, 2 shots |
| Level 4 | 2 missiles, 4 shots |
| Level 5 | 4 missiles, 2 shots |
| Level 6 | 4 missiles, 4 shots |
| Level 7 | 2 lasers, 2 shots |
| Level 8 | 2 lasers, 4 shots |
| Level 9 | 4 lasers, 2 shots |
| Level 10 | 4 lasers, 4 shots. |

## 3. Energy Charging Unit

This item is used to refill special weapons.

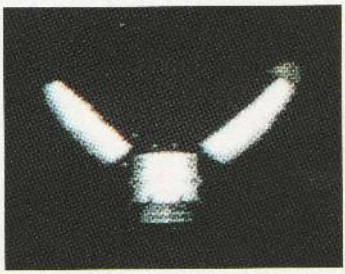
**NOTE:** Players are not allowed to use special weapons when their energy pack is empty.

## 4. Objects carrying items

**1) Level 1 to 4:** Stealth Bomber Fighter. This fighter is invisible to radars, due to its form and the special materials used to build it. It has been improved to supply the Strike Gunner.

**2) Level 5 to 6:** Space Shuttle. In the actual star wars, Space Shuttles are used to bring supplies to the Strike Gunner outside the atmosphere.

**3) Stage 7:** Rocket Container. Solid rocket booster used by the Strike Gunner for space flight.



# SPECIAL WEAPONS

There are 15 different types of offensive and defensive weapons. Each of them has a different power and energy consumption. Select your weapons carefully.

**1) Shield Unit:** Cancels any damage caused by enemies. Your fighter is invulnerable to enemy shells during 10 seconds.

**2) Homing Missile:** A very useful weapon. It locks on its target and destroys it (not efficient against enemy shells).

**3) Atomic Missile:** This weapon will cause serious damage to your opponents with a single shot, and will destroy some enemy shells on the screen.

**4) Laser Cannon:** Destroys all enemies, except medium and large fighters. This weapon is not very powerful, but useful against small opponents.

**5) Megabeam Cannon:** A very powerful and lethal weapon, but all the energy is drained in one shot. Useful against level guardians with a single shot.

**6) Anti Air Mine:** It moves for a certain time. When the mine is hit by enemy fire, it keeps exploding for 5 seconds. Not powerful, but useful.

**7) Sonic Waves:** This weapon destroys enemy shells (except lasers) on the screen with a single shot, while causing damage to enemy fighters.

**8) Sonic Shooter:** Destroys enemy shells in front of the player while hitting enemy fighters.

**9) Spray Missile:** This weapon allows you to shoot many shells in all directions, and it can fire many rounds.

**10) Photon Torpedo:** You can shoot that weapon in all directions using the control pad (up, down, left, right and diagonals). Very efficient for enemies behind you.

**11) Comrad Fighter:** It will help you for a certain time (10 seconds) and cover your both wings, and explode if hit by an enemy shell.

**12) Adhesiv Bomb:** It sticks to the opponent and explodes after a certain time. A very efficient weapon if used the right way.

**13) Heavy Vulkan:** Continually shoots in 4 directions while the button is pressed down. The damage inflicted to the opponent is not heavy, but it is a useful weapon for heavy attacks.

**14) Heat Arrow:** Shoots lasers at 16 random angles during a certain amount of time. Very effective to destroy all enemies surrounding your fighter.

**15) Auto Aim Vulkan:** This weapon automatically locks on the enemy. To fire it, press on the button. Not very powerful, but extremely useful!

# LEVELS

**1) Level 1:** Thick Forest Area

**2) Level 2:** You start in the forest area and continue in a desert.

**3) Level 3:** First struggling in the desert, you then move through high hills.

**4) Level 4:** The enemy floating fortress: a sea battle

**5) Level 5:** Cosmo Space

**6) Level 6:** Enemy's space headquarters

**NOTE:** If you were successful in the 6th level, two more levels (Level 7 & 8) are waiting for you! Check them by yourself...

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